

2014 UBBA STATE TOURNAMENT RULES



1. **GOOD SPORTSMANSHIP.** Every coach, player and fan is responsible to show good sportsmanship, loyalty, honesty and courage in meeting and supporting the AIMS and OBJECTIVES of UBBA. If we lose track of our objectives, we lose the game no matter what the final score is.
2. **CHECK IN WITH AREA TOURNAMENT DIRECTORS AT LEAST ONE HOUR PRIOR TO YOUR FIRST GAME.** They will review rosters with you (they will have an official copy) and add pick-up player and uniform numbers where needed. Plan to have your equipment checked at this time. Please review the rules about bat sizes and check rubber grips on all bats. Mustang and Pinto **are allowed** to use bats up to 2 3/4" diameter and have no restriction on weight / length differential.

PONY LEAGUE bats must not exceed 2 3/4" in diameter with a differential of -8.5 [Any bat above 2 1/4 will have a similar differential rating.] Catcher's mask must have a throat guard. Newer masks have built in guards. Batting helmets cannot have any cracks in them.
3. **METAL CLEATS** will be allowed (except on portable mounds) in the UBBA Pony League only.
4. **# OF SENIOR PLAYERS.** For tournament play there is a maximum of seven senior (older) players on the field at one time, including the pick-up player. Rosters will be checked in detail the first day and will be used to monitor the number of senior players being used. Rosters must have the grade of each player listed on them or team may be subject to disqualification. **Game line-up cards must have player's grade, full name and uniform number.**
5. **FOUR OUTFIELDERS (MUSTANG ONLY).** Four outfielders **MUST** play in an umbrella formation (Left, Left Center, Right Center and Right). Ten players **MUST** bat. This is not an optional rule. An automatic out will be enforced for anything under 9 players in the batting order.
6. **BALL GAME TIME LIMIT.** Mustang & Pinto ball games will be limited to 1½ hours or six innings, whichever comes first. No new inning should begin after the 1½ hour time limit. Time limit is based on when the last out is made. Championship game will go a full six innings. Run rule will be in effect for all games including the championship game.

Pony ball games will be limited to 2 hours or seven innings, whichever comes first. No new inning should begin after the 2 hour time limit. Time limit is based on when the last out is made. Championship game will go a full seven innings. Run rule will be in effect for all games including the championship game.

For all leagues, when a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker.
7. **PITCHER'S OUTS.** Mustang & Pinto Pitchers will be allowed 33 outs during the tournament, but under no condition may a pitcher pitch more than 18 outs in one day. Pony Pitchers will be allowed 39 outs during the tournament, but under no condition may a pitcher pitch more than 21 outs in one day. **Pitchers pitching 13 or more outs in one day must have at least one calendar day rest.**

SAME DAY COMBINATION PITCHING RULE. Mustang / Pinto may pitch 18 outs in a day. Pony may pitch 21 outs in a day. Pitchers may pitch any combination between the two games in a day. Rest rules for next day will apply.

NO PITCHER RE-ENTRY. A pitcher cannot pitch again in the same game once he is removed from the mound, even though he remains in the game at another position.
8. **PICK-UP PLAYER** can play in any position & must play in their own team's uniform.
9. **SLIDE RULE** will be enforced at home plate (only). Any runner is out when he does not legally slide and causes illegal contact and/or illegally alters the action of a fielder in the immediate act of making a play. This will be called at the discretion of the umpire. [See page 27 of UBBA Rule Book.]

10. **TIME OUTS BY COACH.** If a coach goes onto the playing field to talk to a player or players more than once in a half inning while the same pitcher is pitching, a pitching change must be made. **Upon the fourth visit and every subsequent visit, a pitching change MUST be made.** A visit is not charged if pitching change is made.
11. **INFIELD OR BATTING PRACTICE.** There will be no infield or batting practice taken on the field prior to game time.
12. **LEAVING BASE EARLY.** Mustang & Pinto teams will receive one warning, and every subsequent offense will be an out.
13. **AUTOMATIC OUTS.** Any team failing to field at least nine uniformed players **[ten in MUSTANG]** will be assessed an out in the batting order for each missing player at the place designated by the coach. If a team has nine [ten in MUSTANG] eligible players, the coach must use those players and will not have the option of playing with less and taking an automatic out. This rule applies to team members only. Pick-up player does not have to be used.
14. **INTENTIONAL WALK.** In order to walk a batter, 4 pitches for balls must be thrown.
15. **LINE-UPS.** Both teams are required to bat the highest number of present players that are equal (including pick up player). If one team has more players than their opponent, they will have the choice of using substitutions (substitution rules apply) or batting ALL of their players. [See page 23, rule 13 of UBBA Rule Book.]
16. **SUBS & RE-ENTRY.** IF a team chooses to only bat same number as the other team, all other players will be considered subs. When a sub enters the game, the starter will be removed. The starter may re-enter the game one time, but must re-enter in his original batting position. Once a sub leaves the batting line-up, he cannot re-enter and is done for the game. Players in the batting order may freely rotate between any position on the field with the exception of pitcher. [See pitcher re-entry, page 16, rule 3.]
17. **NO TAUNTING RULE** will be strictly enforced. [See page 28, rule 3 of UBBA Rule Book.]
18. **Mustang 6 run limit.** Mustang tournament games will play a 6 run offensive limit for the first two innings. Once the offense has score six or more runs on the play the inning will end and teams will flip offensive and defense. The last play is live until the defense secures the ball and stops the offense from advancing.
19. **PROTESTS.** Any protest must be made at the time of the infraction, before the next pitch is thrown, and will be handled quickly by the tournament director and the host committee of at least two additional people (3 total). No appeal beyond them. Game clock will stop, however no undue game delay will be allowed for lengthy protests.
20. **GATE FEES.** \$2.00 per person per day (age 12 and over) will be charged to those attending except for players and coaches (2 only) and the wives of coaches. This admission fee helps cover costs of umpires, baseballs, scorekeepers and awards.
21. **AWARDS.** 1st through 4th place teams at the close of each game on the final day of the tournament.

***** THESE & ALL OTHER U.B.B.A. RULES APPLY *****

GOOD LUCK! Play well ... play fair ... and have FUN!

These programs are to help our youth learn
from adult examples to become better people.

Screaming and / or continually harassing
umpires or scorekeepers will not be tolerated!

REMEMBER . . . IT'S JUST A GAME!

